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Concert: Ithaca College Gamer Symphony Orchestra

Vivian Becker

Raul Dominguez

Keehun Nam

Henry Scott Smith

Ithaca College Gamer Symphony Orchestra

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Ithaca College Gamer Symphony Orchestra

Conductors:

Vivian Becker

Raul Dominguez

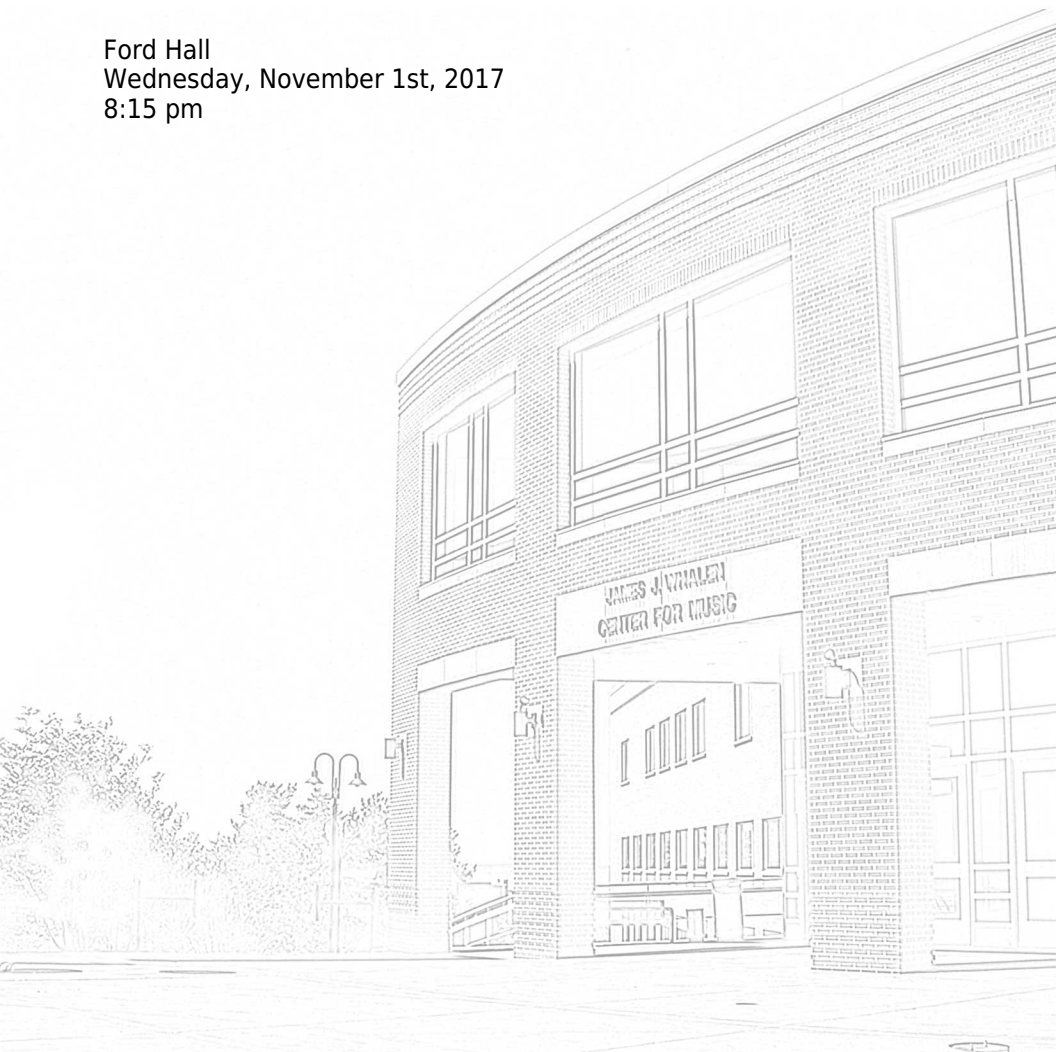
Keehun Nam

Henry Scott Smith

Ford Hall

Wednesday, November 1st, 2017

8:15 pm



ITHACA COLLEGE

School of Music

Program

- Kid Icarus* (1986) Hirokazu Ando
arr. Jeremy Werner
Vivian Becker, Conductor
- The Great Journey: Themes from the Halo Series* (2001) Martin O'Donnell & Michael Salvatori
arr. Nicolas Chlebak
Henry Scott Smith, Conductor
- Prayers in the Temple of Time* (1998) Koji Kondo
arr. Rebecca Tripp
Raul Dominguez, Conductor
- Fantasy for Kirby* (1992) Jun Ishikawa & Hirokazu Ando
arr. Alexander Rosetti
Vivian Becker, Conductor
- "Remix 10"
from Rhythm Heaven Fever (2011) Clinton Edward Strother & Tsunku
arr. Frankie DiLello
Henry Scott Smith, Conductor

Intermission

- Monster Hunter: Proof of a Hero* (2004) Masato Kouda
arr. Griffin Charyn
Vivian Becker, Conductor
- "Oh! One True Love"
from Undertale (2015) Toby Fox
arr. Anna Marcus-Hecht
Raul Dominguez, Conductor
- Selections from Ninja Gaiden* (1988) Mikio Saitou, Ichiro Nakagawa,
Ryuichi Nitta, Tamotsu Ebisawa
arr. Michael White
Henry Scott Smith, Conductor
- The Legend of Zelda: Breath of the Wild* (2017) Manaka Kataoka & Yasuaki Iwata
arr. Keehun Nam
Main Theme
Mipha's Theme
Kass' Theme & Rito Village
Attack on Vah Medoh
Keehun Nam, Conductor

Program Notes

All notes contributed by arrangers unless noted otherwise.

Kid Icarus

Kid Icarus came out in 1986 for the Nintendo Entertainment System. In it you play as Pit, a flightless angel on a quest to save the goddess Palutena from the evil Medusa. The game was developed by the same team as Metroid, but has a heavier focus on verticality, whereas most side-scrolling games at the time moved horizontally. The game was met with critical acclaim despite poor sales.

This piece is based off of two themes from the original game: The title theme and the underworld theme. This arrangement is specifically based around the Super Smash Bros Brawl versions of the themes, which released in 2008. The piece places a heavy emphasis on terraced dynamics, having a few solo instruments play a couple measures, followed immediately by the entire ensemble. The result is a very exciting theme fit to begin any adventure.

The Great Journey: Themes from the Halo Series

500 years from now, humanity is fighting a losing war against a conglomerate of religiously zealous aliens known as the Covenant. One by one human colonies throughout the galaxy are being completely decimated, and each time there is no sign of where the Covenant will strike next. In attempt to flee the siege of a human controlled planet, Reach, one ship, the Pillar of Autumn, makes a blind warp jump to an unknown part of the galaxy. On the other side is a mysterious ring-world, neither human or Covenant in nature...

It is from here, that you, the player, are thrown into the body of a Spartan. These 7-foot-tall cyborg super soldiers were the best defense against the Covenant. Now, playing as the last existing member of the Spartan program, it is up to you to save the remaining crew of the Pillar of Autumn and discover all the secrets of the ring world, Halo.

Back in the late 90's, when composer Martin O'Donnell was tasked with initially writing the music to accompany the 3-minute debut demo for this game that would explode into a beloved franchise for years to come, the only words of direction he was given were "epic," "mysterious," and "ancient." That last word, "ancient," inspired O'Donnell to develop the iconic melody in the style of Gregorian chant that is teased in the opening of this medley, and later fully performed in the piece's conclusion.

Prayers in the Temple of Time

Over the years, the stark, haunting drone heard within the "Temple of Time" has mesmerized many Zelda fans, including myself. Since childhood, I've often imagined live singers chanting this magical melody inside the temple as a form of prayer or ritual. Eventually, I decided to create this arrangement with electronic voices, hoping to show other people the layers and harmonies I'd imagined in my head while playing the game. -Rebecca Tripp

Fantasy for Kirby notes by Francesco DiLello

The Kirby series is known for its fun, lighthearted atmosphere. The two backbones of this piece musically are "Green Greens," which originated in the first Kirby game on the NES/Famicom, and "Gourmet Race," which originated in the Kirby Super Star collection, on the SNES/Super Famicom. These two themes have become synonymous with the Kirby franchise, and very rarely a game goes by without one or both of these themes appearing in some capacity.

"Remix 10" from Rhythm Heaven Fever

The music of the Rhythm Heaven series is designed to be catchy. The games that use the music are designed to be simple, yet complex at the same time. From a gameplay perspective, the games are very simple, requiring the use of one or two buttons. However, graphically, the game is complex. The game tries to punish players who only rely upon their eye to master this game, adding in many visual tricks to confuse the player. Instead, the player may be inclined to close their eyes and rely on the music and audio cues to succeed at this game. Because of the importance of these audio cues for the game, I made the decision to include them within this arrangement of this piece. So, every time you hear someone counting to or from 3 or 4, making weird animal/microbe noises, rapping, or yelling like a muscular pro wrestler, know that it comes from the game itself, and some crazy person didn't just find their way on stage.

Proof of a Hero from Monster Hunter

The Monster Hunter franchise consists of games that combine action and RPG elements, set in a fantasy genre. Atypically to most RPGs, the player's Hunter does not have any intrinsic attributes that change throughout the game, but instead crafts new and better armor and weapons to fight bigger and nastier monsters.

The title of the main theme of this game belies the heroic nature of the protagonist's efforts as they save villages from fearsome and hostile beasts. The main theme is played as an intense and angular brass fanfare, while the trio involves introspective woodwind solos and flowing strings. All of this comes together to provide a determined and dynamic piece, a perfect fit for an exciting gaming experience!

"Oh! One True Love" from Undertale

Some time in the year 201X, you, a small child named Frisk, fall down a hole in a mountain and find yourself surrounded by monsters in an underground world. Monsters who want nothing more than to take your soul and use to break the barrier that keeps them sealed underground. Amongst your travels you meet Mettaton: a robot whose only goal is to destroy you - in style!

"Oh! One True Love" is an incredibly silly, over the top piece. In game, the robot puts on a flowy dress and dances around a stage, singing at your helplessly trapped character about your demise. It is a parody of every over the top "stage show" scene, specifically drawing from the "Aria di Mezzo Carattere" from Final Fantasy VI. The piece really lets you revel in the absurdity of complex video game deaths, and through the use of a full choral arrangement rather than the soundfonts used in the game, the humorous lyrics can be brought out further.

Selections from Ninja Gaiden

When ninja aficionado, Ryu Hayabusa, takes a "Vow of Revenge" for his father's death, he is simultaneously entangled in a scenario that just so happens to endanger the entire world. Despite all that is on the shoulders of Ryu, he seems to continually be "Pushing Onward" to avenge his father's death, to the extent where he meets a bunch of people barely relevant to the real plot, finds out his father is still alive (spoiler alert whoops), and goes through a "Boss Battle" or six. Through working with "Unbreakable Determination" whilst "Seeking Truth" and justice to accomplish your goals, Ryu learns that valiant efforts can be met with "A Hero's End."

The Legend of Zelda: Breath of the Wild

10,000 years after the last defeat of Calamity Ganon, the kingdom of Hyrule has reverted to a medieval state. Upon reading the prophecies the ancestors had left behind, the heroes learned the signs of Ganon's return and recovered the Divine Beasts and Guardians after excavating land throughout the kingdom. Key members of Hyrule's various races—Daruk, a warrior of the mountainous Goron, Mipha, a princess of the aquatic Zora, Revali, the most skilled archer among the bird-like Rito, and Urbosa, the chief of the desert-dwelling Gerudo—were assembled to pilot the Divine Beasts as the new Champions, while Princess Zelda and Link, her appointed knight, attempted to stop the evil using the same strategy as their ancient predecessors. Ganon, appearing beneath Hyrule Castle took control of the Guardians and Divine Beasts, destroying the castle town and killing almost everyone inside the castle. Zelda, using her magic, has restrained him within the castle's walls where he will remain for the next 100 years.

In the present day, 100 years later, an amnesiac Link awakens from within the Shrine of Resurrection. This is where the game begins. Unlike previous Zelda games, *The Breath of the Wild* features a completely open world in which nearly no guidance is given to the player. It is up to you to explore the world, regaining Link's lost memories, and to purge the world of evil Champions. It is up to you to restore Hyrule as it once stood.